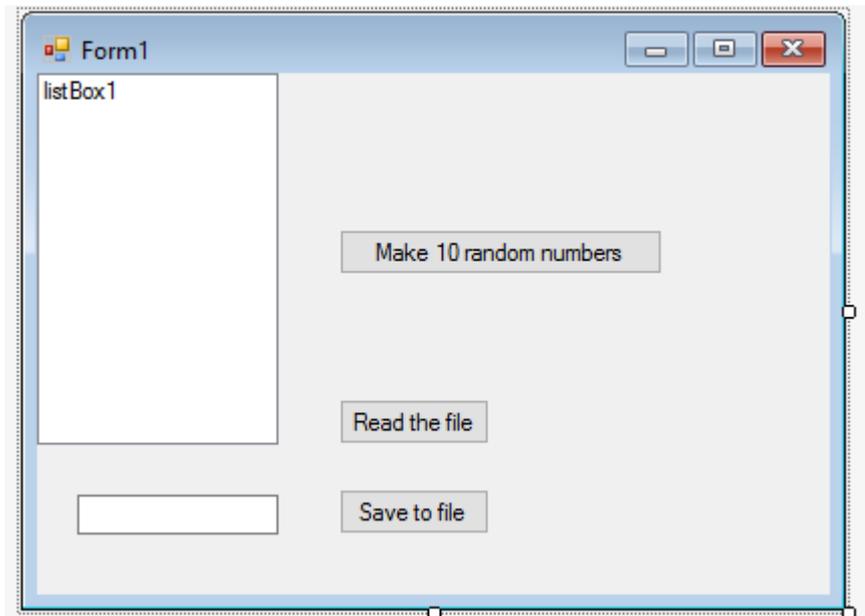


Save 10 random numbers



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using System.IO;

namespace _2A_save_10_randomnumbers
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
            maskedTextBox1.Text = "numbers.txt";
        }

        private void button1_Click(object sender, EventArgs e)
        {
            // 10 random numbers
            Random ran = new Random();
            listBox1.Items.Clear();
            for (int a = 0; a < 10; a++)
            {
                listBox1.Items.Add(ran.Next(10, 100).ToString());
            }
        }

        private void button2_Click(object sender, EventArgs e)
        {
            //save to file
        }
    }
}
```

```
StreamWriter sw = new StreamWriter(maskedTextBox1.Text, false);
for(int i=0;i<10;i++)
{
    listBox1.SelectedIndex = i;
    sw.WriteLine(listBox1.SelectedItem);
}
sw.Close();
}
private void readfile()
{
    if(File.Exists(maskedTextBox1.Text))
    {
        listBox1.Items.Clear();
        StreamReader sr = new StreamReader(maskedTextBox1.Text);
        string str;
        while((str=sr.ReadLine())!=null)
        {
            listBox1.Items.Add(str);
        }
        sr.Close();
    }
}
private void button3_Click(object sender, EventArgs e)
{
    readfile();
}
}
```